

# Coding Solutions

## Adding a waypoint hyperlink

Add the include file:

```
#include <wx/hyperlink.h>
```

Ensure this define is entered below the includes:

```
WX_DEFINE_LIST(Plugin_HyperlinkList);
```

Now add the code for making a waypoint with a hyperlink:

```
Plugin_Hyperlink* myLink = new Plugin_Hyperlink;
myLink->DescrText = _("VentureFarther Marker Detail");
myLink->Link = rte_link;
myLink->Type = wxEmptyString;

Plugin_HyperlinkList* myLinkList = new Plugin_HyperlinkList;
myLinkList->Insert(myLink);

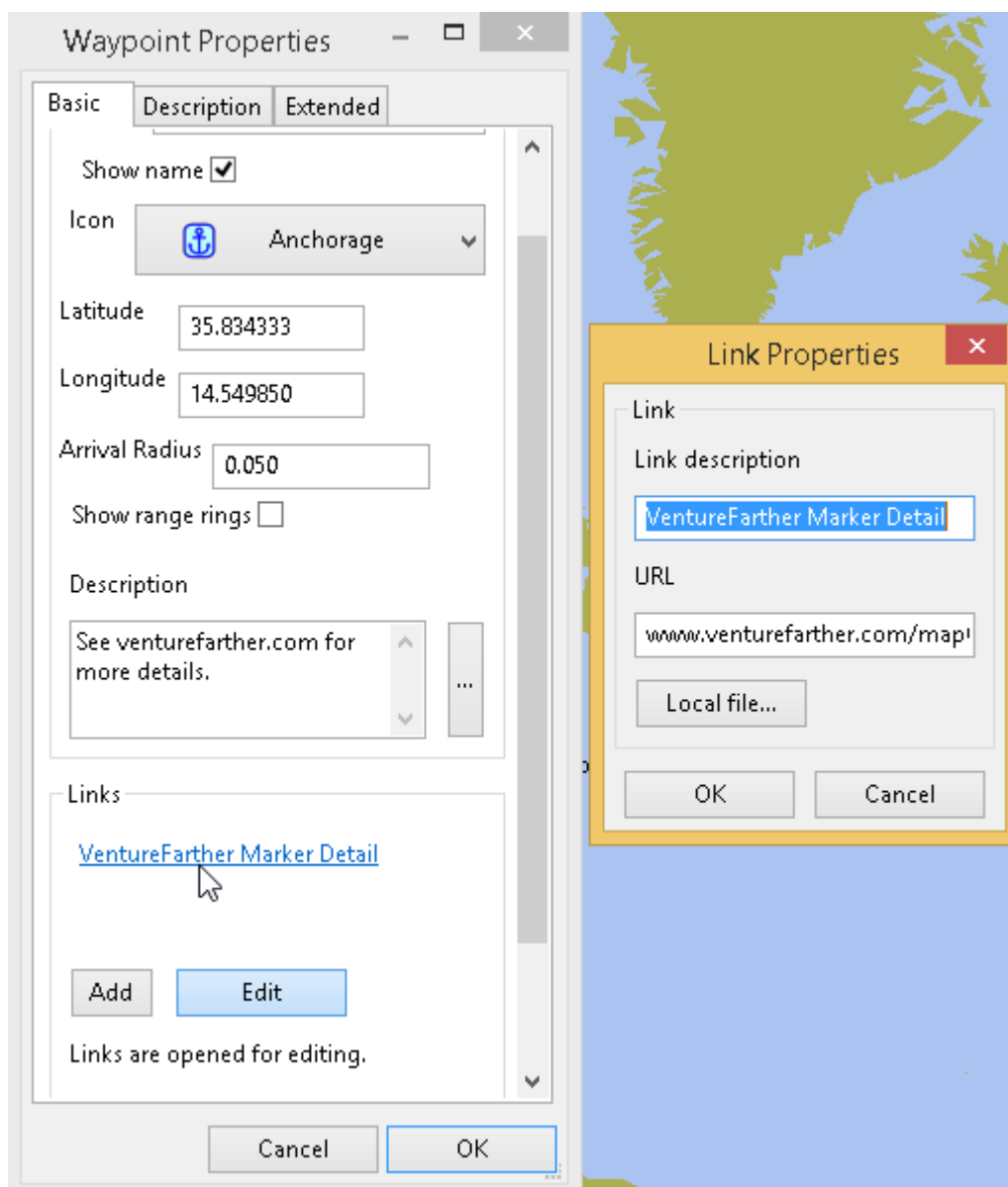
double myLat, myLon;
rte_lat.ToDouble(&myLat);
rte_lon.ToDouble(&myLon);

PlugIn_Waypoint * pPoint = new PlugIn_Waypoint(myLat, myLon,
    rte_desc, rte_name, "");

pPoint->m_IconName = rte_sym;
pPoint->m_MarkDescription = rte_desc;
pPoint->m_HyperlinkList = myLinkList;

bool added = AddSingleWaypoint(pPoint, true);
```

rte\_link is the URL that you want to use for the hyperlink.



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